Kontrol D2

ORDERCODE D1261

THE CORE series

Highlite International B.V.

Vestastraat 2
6468 EX Kerkrade
The Netherlands

SHOWELECTRONICS FOR PROFESSIONALS

Congratulations!
You have bought a great, innovative product from DAP Audio.
The DAP Audio Kontrol D2 brings excitement to any venue. Whether you want simple plug-&-play action or a sophisticated show, this product provides the effect you need.

You can rely on DAP Audio, for more excellent audio products.
We design and manufacture professional audio equipment for the entertainment industry.
New products are being launched regularly. We work hard to keep you, our customer, satisfied.
For more information: iwant@dap-audio.info

You can get some of the best quality, best priced products on the market from DAP Audio.
So next time, turn to DAP Audio for more great audio equipment.
Always get the best -- with DAP Audio !

Thank you!

DAP Audio

DAP Audio Kontrol D2™ Product Guide

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Warning

FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- DAP Kontrol D2
- USB cable
- CD with Virtual DJ LE software
- User manual

CAUTION!

Keep this system away from rain and moisture!

Safety Instructions

Every person involved with the installation, operation and maintenance of this system has to:

- be qualified
- follow the instructions of this manual

CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!

Before you initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the system.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the system are not subject to warranty.

This system contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the system.

- Never remove warning or informative labels from the unit.
- Never leave any cables lying around.
- Do not connect this system to a dimmerpack.
- Do not switch the system on and off in short intervals, as this would reduce the system's life.
- Do not open the device and do not modify the device.

- Do not drive the inputs with a signal level bigger, than required to drive the equipment to full output.
- Only use system indoor, avoid contact with water or other liquids.
- Avoid flames and do not put close to flammable liquids or gases.
- Make sure you don't use the wrong kind of cables or defective cables.
- When using a power adaptor, make sure that the available voltage is not higher than stated on the rear panel.
- Please turn off the power switch, when changing the power adaptor or signal cable.
- Extreme frequency boosts in connection with a high input signal level may lead to overdriving your equipment. Should this occur, it is necessary to reduce the input signal level by using the INPUT control.
- To emphasize a frequency range, you don't necessarily have to move its respective control upward; try lowering surrounding frequency ranges instead. This way, you avoid causing the next piece of equipment in your sound path to overdrive. You also preserve valuable dynamic reserve ("headroom")
- Avoid ground loops! Always be sure to connect the power amps and the mixing console to the same electrical circuit to ensure the same phase!
- If system is dropped or struck, disconnect the power supply or USB cable immediately. Have a qualified engineer inspect for safety before operating.
- If the system has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your system. Leave the system switched off until it has reached room temperature.
- If your Dap Audio device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Dap Audio dealer for service.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- For replacement use fuses of same type and rating only.

Operating Determinations

This system is not designed for permanent operation. Consistent operation breaks will ensure that the system will serve you for a long time without defects.

If this system is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.
Any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property !

⚠ Return Procedure ⚠

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.nl and request an RMA prior to shipping the device. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack the device, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:

1) Your name
2) Your address
3) Your phone number
4) A brief description of the symptoms

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any short-comings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a device is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

Description

Features

The Kontrol D2 is a DAP audio Core series Midi controller with a built-in 4 channel soundcard.

- Pro quality jogwheel
- Needle drop control
- Seamless loop control
- Smartloop buttons
- Loop multiplier and divider
- Hot cue buttons
- 3 band EQ with kill function
- USB interface
- Plug & Play functionality
- Including Virtual DJ LE software
- Headphone output
- Microphone input
- 2 Built in soundcards

Overview

Fig. 1

1. Deck A
2. Mixer
3. Deck B

Deck A/B

Fig. 2

1) Cue 1 button
2) Cue 2 button
3) Cue 3 button
4) Shift button
5) Smartloop 2 button
6) Reverse button
7) Loop in button
8) Sync button
9) Cue▶ button
10) Set cue button
11) ▶/❙❙Button
12) Effect select button
13) Parameter 1/filter Control
14) Effects on/off button
15) Parameter 2/key control
16) Sampler volume control
17) Needle drop sensor
18) Pitch button
19) Pitch range indicator
20) Key lock button
21) Pitch control fader
22) Sample ▶/❙❙/rec button
23) Loop length indicator
24) Pitch bend + button
25) Pitch bend - button
26) x½/x2 switch
27) Scratch button
28) Smartloop 4 button
29) Loop out button
30) Smartloop 8 button
31) Reloop button
32) Jogwheel

Mixer

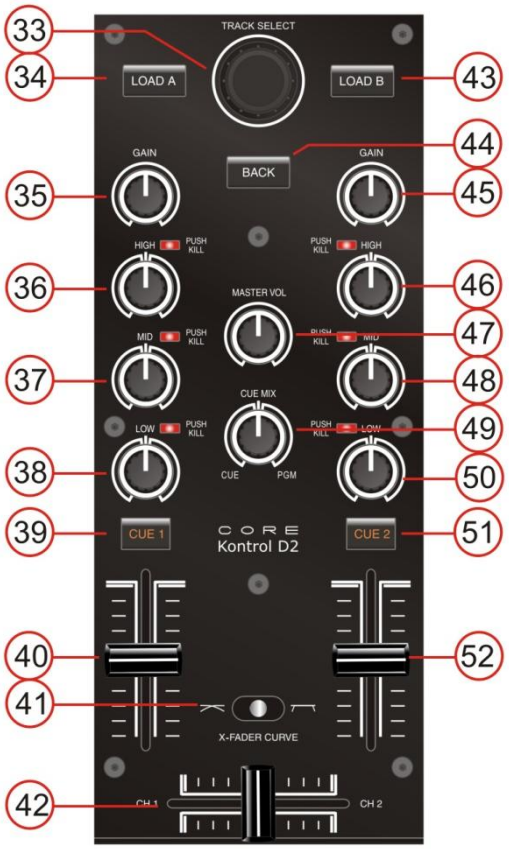


Fig. 3

33) Track select encoder
34) Load A button
35) Channel 1 gain control
36) Channel 1 high control + kill LED
37) Channel 1 mid control + kill LED
38) Channel 1 low control + kill LED
39) Cue 1 button
40) Channel 1 fader
41) Crossfader slope switch
42) Crossfader
43) Load B button
44) Back button
45) Channel 2 gain control
46) Channel 2 high control + kill LED
47) Master control
48) Channel 2 Mid Control + kill LED
49) Cue mix control
50) Channel 2 Low Control + kill LED
51) Cue 2 button
52) Channel 2 Fader

Frontside

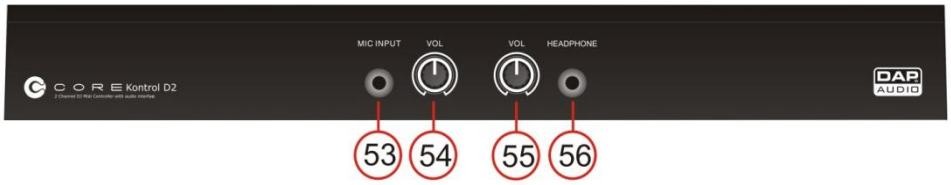


Fig. 4

53) Mic input jack
54) Mic volume control
55) Headphone volume control
56) Headphone output jack

Backside

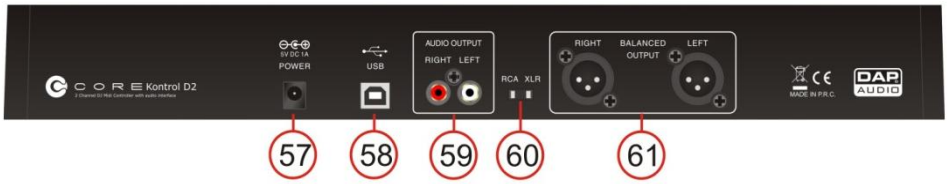


Fig. 5

57) DC In 5V 1000mA
58) USB connector
59) Master output unbalanced RCA
60) RCA/XLR select switch
61) Master output balanced XLR

Installation

Remove all packing materials from the Kontrol D2. Check that all foam and plastic padding is removed. Connect all cables.
Always disconnect from electric mains power supply before cleaning or servicing.
Damages caused by non-observance are not subject to warranty.

Set Up and Operation

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. The power supply is printed on the back of the device.

You can power the Kontrol D2 either by the USB connector or by an optional DC5V/1A adaptor in case your computer's USB interface is not able to provide sufficient power.

Connections

1 Make sure your computer's USB interface can provide 500mA, else use the optional D1262 power adaptor.
2. Connect the Kontrol D2 to your mixer/amplifier using the proper cables.

CAUTION: Be sure that the mixer/amplifier's power is off, when connecting the cables.

Names and Functions

Below is a description of the functions of the controls.

Deck Functions

1. **Cue 1 Button**
   The Kontrol D2 allows you to store up to three hot cue points per deck. See page 14/15: "**7. Setting a hot cue point in pause mode**" and "**2. Setting a hot cue point in play mode**".
2. **Cue 2 Button**
   The Kontrol D2 allows you to store up to three hot cue points per deck. See page 14/15: "**7. Setting a hot cue point in pause mode**" and "**2. Setting a hot cue point in play mode**".
3. **Cue 3 Button**
   The Kontrol D2 allows you to store up to three hot cue points per deck. See page 14/15: "**7. Setting a hot cue point in pause mode**" and "**2. Setting a hot cue point in play mode**".
4. **Shift button**
   Pushing and holding this button gives you access to the secondary functions of the: **parameter 1/filter (13)** encoder, **parameter 2/key (15)** encoder, **sample ▶/❙❙/rec (22)** button and **reverse/bleep (6)** button
5. **Smartloop 2 button**
   Tapping this button starts a 2 beat loop.
6. **Reverse button**
   Use this button to toggle the reverse mode on or off. In reverse mode, the current track will be played backwards.
7. **Loop in**
   This button allows you to set the start point of the loop.
8. **Sync button**
   Automatically matches the corresponding deck's tempo with the other deck's tempo.
9. **Cue ▶ button**
   Push the cue button during playback to return to the position at which playback is started.
10. **Set cue button**
    This button will set the cue at the desired location. It will also return the audio to the last set cue position. Holding this button will also allow the user to preview the cue point until the button is released.
11. **Play/pause ▶/❙❙ button**
    This button allows you to toggle between pause mode and playback mode.
12. **Effects select button**
    Tapping this button allows you to select between the available effects. The included Virtual DJ LE software gives you access to seven effects as shown below.

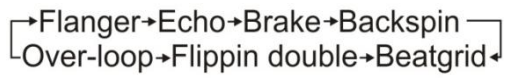


Fig. 6

13. **Parameter 1/filter control**
    The Parameter 1 and 2 controls allow you to adjust effect parameters. Not all effects require two parameter controls.
    Push and hold the **shift (4)** button to adjust the filter frequency with this control.
14. **Effect on/filter on button**
    This button toggles the effect processor on or off.
    While pushing and holding the **shift (4)** button. The effect on button allows you to toggle the filter function on or off.
15. **Parameter 2/key control**
    The Parameter 1 and 2 controls allow you to adjust effect parameters. Note that not all effects require two parameter controls.
    While pushing and holding the **shift (4)** button. The control allows you change the key of the song while the tempo remains unchanged.
16. **Sampler volume control/select button**
    Allows you to adjust the sampler volume level.

17. **Needle drop sensor**
    The needle sensor gives you a graphic visualization of the playing time of the current song. Touching the sensor has the same effect as if you were lifting up the pickup arm of a conventional turntable and lower it somewhere else on the record. E.g. touching the needle drop sensor in the middle will continue playback in the mid of the song.
18. **Pitch button**
    This button allows you to select the maximum range for the pitch control fader.

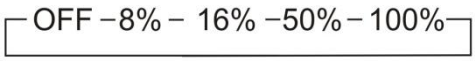


Fig. 7

19. **Pitch range indicator**
    Indicates the selected pitch range setup with the **pitch (18)** button.
20. **Keylock button**
    Allows you to toggle the Keylock mode on or off. In Keylock mode, the pitch fader allows you to Change the tempo of the song played back while the key of the song stays unchanged.
21. **Pitch control fader**
    Use this fader to adjust the pitch. Slide up to decrease the pitch, slide down to increase the pitch.
22. **Sample ▶/❙❙/rec Button**
    This button allows you to play/pause playback of the recorded sample.
    While pushing and holding the **shift (4)** button this button allows you to start/stop recording a sample.
23. **Loop length indicator**
    Indicates the length of the smartloop set up with the **smartloop 2 (5), smartloop 4 (28), smartloop 8 (30)** buttons and **x½/x2 (26) switch**.
24. **Pitch bend + button**
    The track speeds up while this button is pushed in. Release the button to return to the original BPM.
25. **Pitch bend – button**
    The track slows down while this button is pushed in. Release the button to return to the original BPM.
26. **x½/x2 switch**
    Allows you to divide or multiply the smartloop length by 2.
27. **Scratch**
    This button allows you to select or deselect scratch mode for the jogwheel. If the scratch mode is not selected, the jogwheel is in jog mode.
28. **Smartloop 4 button**
    Tapping this button starts a 4 beat loop.
29. **Loop out**
    This button allows you to set the endpoint of the loop.
30. **Smartloop 8 button**
    Tapping this button starts an 8 beat loop.
31. **Reloop button**
    This button allows you to either exit or call the Loop playback.
32. **Jogwheel**
    While not in scratch mode, the jogwheel allows you to speed up or slow down.
    In scratch mode the jog wheel can be used for scratch effects.

Mixer Functions

33. **Track select encoder**
    Depending on the **browser panel** (see page 23) you're in, you can use the encoder to select a certain track or folder. Confirm by pressing the encoder.
34. **Load A button**
    Pushing this button loads the selected track in deck A and activates the cue function for channel 1. The **cue 1 (39)** button will light up.
35. **Channel 1 gain**
    The gain control allows you to adjust the input-sensitivity for a channel. En thus optimally matching the incoming signals to the mixer's internal operation level.

36/ 37/ 38. Channel 1 equalizer section (HI / MID / LOW)
Use the 3 band equalizer to adjust the tone for each channel by using the Hi, Mid and Low controls. Push a control to kill (mute) the corresponding band.

39. **Cue 1 button**
    Tapping this button will allow the audio from that channel to be cued in the headphone. Selecting cue 1 will deselect cue 2. Please ensure that **headphone volume (55)** is not completely turned down.
40. **Channel 1 fader**
    The fader controls the volume of the corresponding channel.
41. **X-Fader slope switch**
    Allows you to select the response (cut/linear) of the crossfader.
42. **Crossfader**
    The crossfader allows you to mix smoothly from one source to another (only when both faders are up).
43. **Load B button**
    Pushing this button loads the selected track in deck B.
44. **Back button**
    This button in combination with the **track select (33)** encoder allows you to navigate the browser panels. See page 14: "**1. Selecting folders**" and "**2. Selecting tracks**"
45. **Channel 2 gain**
    The gain control allows you to adjust the input-sensitivity for a channel. En thus optimally matching the incoming signals to the mixer's internal operation level.
46/ 48/ 50. **Channel 2 equalizer section (HI / MID / LOW)**
    Use the 3 band equalizer to adjust the tone for each channel by using the Hi, Mid and Low controls. Push a control to kill (mute) the corresponding band.
47. **Master Level**
    Use to adjust the volume level of the **master RCA (60) or** the **master XLR (62)** outputs.
    Note: This is an analog control and does not send MIDI commands.
49. **Cue mix control**
    Allows the user to hear mixed audio of the monitor (cue) audio and the program (master) audio in the headphones. When the knob is rotated to the left only the cue audio will be heard, when in the right position only the program audio will be heard.
    Note: This is an analog control and although it does send MIDI commands, this control is not represented in the Virtual DJ LE software GUI.
51. **Cue 2 button**
    This button when pressed will allow the audio from that channel to be cued in the headphone. Please ensure that **headphone volume (55)** control is not turned down completely.
52. **Channel 2 fader**
    The fader controls the volume of the corresponding channel.

Front Functions

53. **Microphone**
    ¼" jack unbalanced microphone input. This input will only function with mono jacks. When using TRS jack, the input will not work. The microphone input is analog and can be used independent of the software used on your PC.
54. **Microphone Volume**
    Use to adjust the volume of the microphone channel.
55. **Headphone Volume**
    Is used to adjust your headphone volume level.
56. **Headphone**
    You can connect a pair of headphones with a minimum impedance of 32 Ohm to this stereo 1/4" jack. The jack should be wired as Tip=left, Ring=right and sleeve=ground.

Back Functions

57. **DC In 5V 1000mA**
    In case your PC/ laptop/ Mac's USB port can't provide sufficient power for the Kontrol D2, we suggest powering the Kontrol D2 with the optional DAP audio D1262 power adaptor.
58. **USB Connector**
    To connect your Kontrol D2 to a PC / laptop/ Mac.

59. **Audio RCA Out L/R**
    Use these outputs to connect an amplifier/mixer with unbalanced inputs.
60. **RCA/XLR select switch**
    Allows you to route the master output to either the unbalanced RCA **audio (59)** outputs or the balanced **master XLR (61)** outputs.
64. **Master XLR Out L/R**
    Use these outputs to connect an amplifier with balanced inputs.

Operations

Selecting Folders

- Make sure you're in the **file system/ folder structure panel** (see page 23). Push the **back (44) button** to return to the **file system/ folder structure panel** if you are in the **file/ search results panel.** Dial the **track select (33) encoder** to browse the folders.
- Push the **track select (33) encoder** to open the desired folder. Now you're in the **file/ search results panel** and are ready to select a track as described before.
- Push the **back (44) button** to return to the **file system/folder structure panel**.

Selecting tracks using the track select encoder

- Make sure you have opened the desired folder as described in **Selecting folders** and that you are in the **file/ search results panel** (see page 23)
- Dial the **track select (33) encoder** to browse the tracks.
- Push the **load A (34) button** or the **load B (43) button** to load the track in respectively the A deck or the B deck.

Starting Playback

- Push the **play/ pause (11)** button during the pause or cue mode to start playback, the LED in the **play/ pause (11)** button lights up.
- The point at which playback starts is automatically stored in the memory as the cue point. The CD player will return to the cue point when the **cue ►(9)** button is pressed.

Stop Playback

There are two ways to stop playback:

- Push the **play/ pause (11)** button during playback to pause at that point.
- Push the **cue► (9)** button during playback to return to the cue point and enter pause condition.

Pausing

- Push the **play/ pause (11)** button to pause playback.
- The **play/ pause (11)** button blinks when the pause mode is set.
- Playback resumes when the **play/ pause (11)** button is pressed again.

Setting a Cue Point

- Push the **play/ pause (11)** button to toggle between play mode and pause mode.
- The play/ pause indicator flashes as the deck is in pause mode.
- Dial the **jogwheel (32)** to go to the desired Cue point.
- Push the **set cue (10)** button and your cue point will be stored. The cue point will be indicated in the waveform display as shown in figure 8.
- Push the **play/ pause (11)** button to continue playback.

Setting a hot cue point in pause mode

- Push the **play/ pause (11)** button to stop playback.
- The play indicator flashes when the pause mode is set.
- Turn the **jogwheel (32)** to go to the desired Cue point.
- Push the desired hot cue (**cue 1 (1)/ cue 2 (2)/ cue 3 (3)**) button and your hot cue point will be stored.
- The stored hot cue point will be indicated in the Waveform display as shown in figure 8.
- Push the **play/ pause (11)** button to continue playback.

Setting a hot cue point in play mode

- During play mode, push the desired hot cue (**cue 1 (1)/ cue 2 (2)/ cue 3 (3)**) button.
- The hot cue point is stored while playback resumes.
- The hot cue point will be indicated in the **waveform display** as shown in figure 8.

(Hot) Cue Points **Fig. 8**

Deleting a hot cue point

- Push and hold the **shift** (4) button while tapping the corresponding hot cue button (**cue 1 (1)**, **cue 2 (2)** or **cue 3 (3)**) to delete a hotcue point.

Cueing

- "Cueing" is the action of preparing for playback.
- Push the **cue ▶ (9)** button, the player will enter cue mode, the playback returns to the cue point and enter the deck will enter pause mode, the **Cue ▶ (9)** button lights up and the **play/pause (11)** button flashes. When the **play/ pause (11)** button is pushed, playback will start from the cue point.
- If the **cue ▶ (9)** button is pushed after the search operation or the scanning operation, the playback returns to the cue point and the deck will enter pause mode.

NOTE: While in cue mode, if the **cue ▶ (9)** button is pushed and hold, playback will start from the cue point, when the button is released, the player will return to the cue mode automatically, it allows you to check the cue point.

Frame search

- Frame search is a function for monitoring the sound at a certain section of the song and manually changing the position. Searching is used to set a start point with precision.
- Dial the **jogwheel (32)** while in pause or cue mode to start searching.
- While dialing the **jogwheel (32)**, the point from which the sound output moves is a number of frames corresponding to the number of the milliseconds, and the time display in the waveform display also changes.
- The search point moves in the forward direction when the **jogwheel (32)** is dialed clockwise. When the **jogwheel (32)** is dialed counterclockwise, the search point will move backward.

Scanning (fast forward/fast backward)

- The **needle sensor (17)** gives you a graphic visualization of the playing time of the current song. Touching the sensor has the same effect as if you were lifting up the pickup arm of a conventional turntable and lower it somewhere else on the record. E.g. touching the needle drop sensor in the middle will continue playback in the mid of the song.

Changing pitch of the song

There are three tools available for changing the BPM of the song:

I. Use the pitch control fader to adjust the BPM.

- Set the desired pitch bend range for the **pitch control fader (21)** by pushing the **pitch (18)** button. Make sure that the **pitch control fader (21)** is not deactivated (off LED lit).
- Adjust the BPM by sliding the **pitch control fader (21)** up or down.

- Slide the **pitch control fader (21)** up to decrease BPM, or down to increase BPM. The adjustment range is +/- 8%, 16%, 50 or 100% depending on the range, set up with the **pitch (18)** button.

II. Use the pitch bend buttons to change the BPM temporarily.

- The BPM increases or decreases respectively while the pushing the **pitch bend + (24)** or **pitch bend – (25)** button.
- The BPM increase depends on how long you hold the button. If you hold the button for about 5 seconds, the BPM will go to + 20% for **pitch bend + (24)** or - 20% for **pitch bend – (25)**. If you tap the button, the BPM will only change a little so you can change the beat slightly without an audible change in the music.
- The BPM will return to the BPM set with the **pitch control fader (21)** when you release the **pitch bend + (24)** and **pitch bend – (25)** buttons.

III. Dial the jogwheel while in jog mode to change the BPM temporarily.

- Dial the **jogwheel (32)** clockwise during play to increase the BPM and counterclockwise to decrease the BPM. The faster you turn the wheel, the more the BPM changes. The adjustment range is +/- 20%.
- When you release the **jogwheel (32)**, the track will return to the BPM set with the **pitch control fader (21)**.

Loop play

- Push the **loop in (7)** button to set the loop start point the button will start blinking.
- Push the **loop out (29)** button to set the loop end point. After the end point is set, the playback will enter the loop play from start point to end point repeatedly. Both the **loop in (7)** button and the **loop out (29)** button will blink.
- Pushing the **loop out (29)** button while in loop play, allows you to change the endpoint by dialing the **Jogwheel (32)**. The **loop out (29)** button will light up continuously. Confirm the new endpoint by pushing the **loop out (29)** button and both the **loop in (7)** button and the **loop out (29)** button will blink again, indicating loop play is active.
- Push the **reloop (31)** button to cancel the loop play. The Loop indicator dims.
- Using the **loop adjustment (5/ 28/ 30)** buttons and **multiplier/divider (26)** switch allows you to shorten or expand the length of the recorded loop while loop play is active.

Smart loop play

- Set the loop length using the **smartloop 2 (5)**, **smartloop 4 (28)**, **smartloop 8 (30)** buttons and the **x½/x2 (26)** switch. Smartloop play will start immediately.
- Pushing the **reloop (31)** button will cancel smart loop play.

Note: 1/1 equals one bar or 4 beats. When smart loop playback is active, the loop length is still editable by using the **smartloop 2 (5)**, **smartloop 4 (28)**, **smartloop 8 (30)** buttons and the **x½/x2 (26)** switch.

Reloop

- If you push the **reloop (31)** button, the song will return to the last selected loop.
- Push the **loop in (17)** button over and over rapidly to start the loop again and again.
- Push the **reloop (31)** button again, the loop play function is canceled.

Recording a sample

- Select a memory space in which you want to store your new sample by dialing the **sample volume (16)** control while at the same time pushing it in (push to select).
- While pushing and holding the **shift (4)** button, push the **sample ▶/❙❙ /rec (22)** button to start recording.
- When finished recording, push the **sample ▶/❙❙ /rec (22)** button again while pushing and holding the **shift (4)** button.

Sample playback

- Select a memory space which contains a sample by dialing the **sample volume (16)** control while at the same time pushing it in (push to select).
- Push the **sample ▶/❙❙ /rec (22)** button to toggle playback/pause of the sample.

Software Installation

System requirements:

PC

Minimum system requirements:
- Intel® Pentium® 4 or AMD Athlon™ XP
- 1280x1024 resolution
- DirectX compatible soundcard
- 512MB RAM
- 50MB free on the hard drive

Recommended system requirements:
- Intel® Core™ 2 or AMD Athlon™ X2
- 1280x1024 resolution
- Multi-channel DirectX compatible soundcard
- 1024MB RAM
- 200MB free on the hard drive

Additional requirements for Video mixing:
- 2048MB (2GB) RAM
- ATI™ or NVIDIA® video card w/256MB of Dedicated DDR3 RAM
- Video card must support dual-screen output

Supported Operating System:
- MINIMUM: Microsoft® Windows XP SP3 or newer
- RECOMMENDED: Microsoft® Windows 7 Professional 32-bit
- *Microsoft® Windows 95, 98, ME, or older are not supported*

Mac

Minimum system requirements:
- Intel® processor
- Mac OS X v10.5.x
- 1024x768 resolution
- CoreAudio compatible soundcard
- 1024MB RAM
- 50MB free on the hard drive

Recommended system requirements:
- Intel® processor
- Mac OS X v10.6.x
- 1440x900 resolution
- Multi-channel Core Audio compatible soundcard
- 2048MB (2Gb) RAM
- 200MB free on the hard drive

Additional requirements for video mixing:
- ATI™ or NVIDIA® video chipset w/256MB of Dedicated DDR3 RAM
- Video must support dual-screen output

Supported Operating System and Processor Platforms:
- Minimum: Mac OS X v10.5 Leopard on Intel processor platform
- Recommended: Mac OS X v10.6.x Snow Leopard on Intel processor platform
- *Apple® Mac OS X 10.4.x Tiger or older are not supported*
- *Motorola® (PowerBook® G4) processor platform or older are not supported*

Installation procedure:

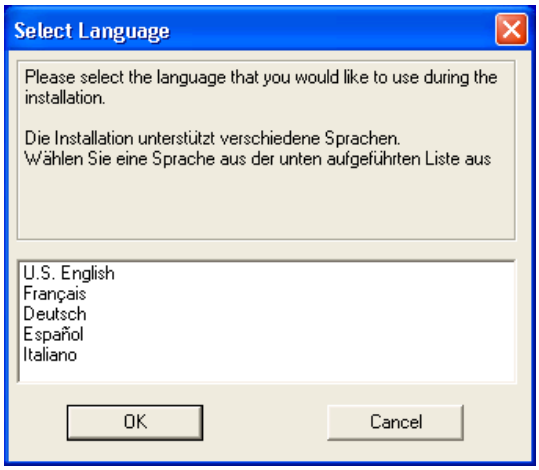
- Be sure to turn off the power supply to all equipment as well as the computer.
- Please connect the random USB cable to between Kontrol D2 and your computer. Set the power switch on the Kontrol D2 in USB position.
- Insert the CD-ROM into the computers CD-drive and follow the instructions.

Running the setup program.

Follow the steps below.

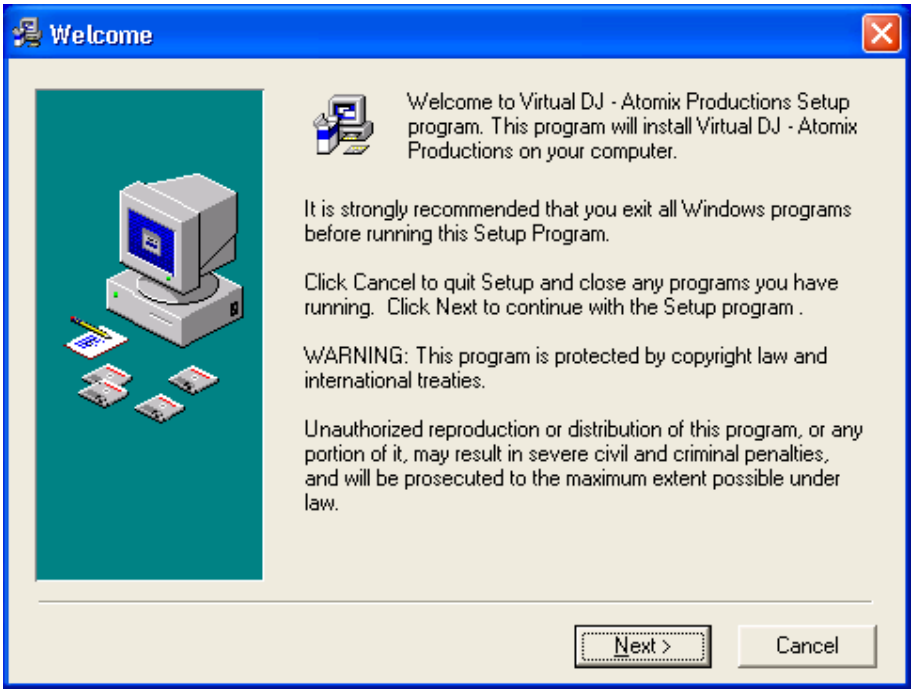
1. If the installation program on your CD doesn't start up automatically, you have start by double clicking install_virtualdj_le_v7.0.5.rar on the CD.

   The screen shown below will pop up.



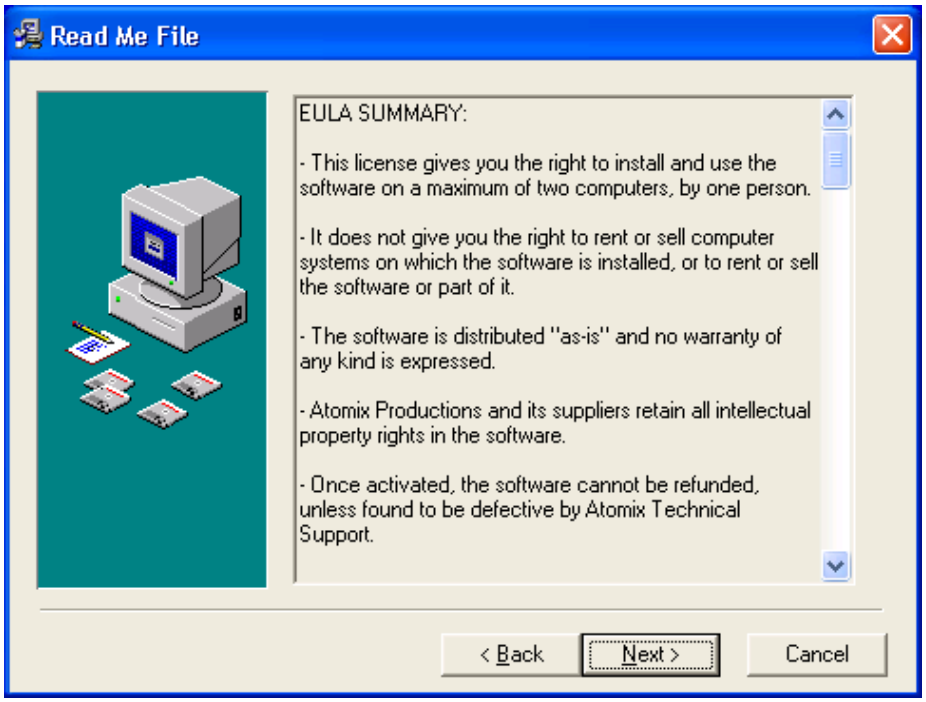
   Select the desired language and press next.

2. The welcome screen will pop up

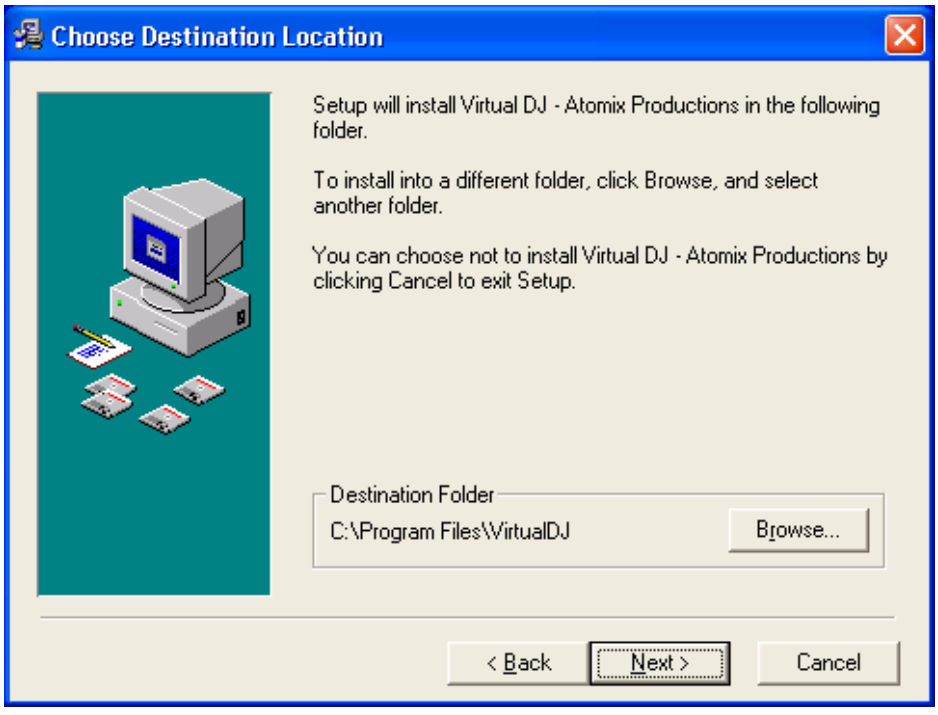

Welcome
Welcome to Virtual DJ - Atomix Productions Setup program. This program will install Virtual DJ - Atomix Productions on your computer.
It is strongly recommended that you exit all Windows programs before running this Setup Program.
Click Cancel to quit Setup and close any programs you have running. Click Next to continue with the Setup program .
WARNING: This program is protected by copyright law and international treaties.
Unauthorized reproduction or distribution of this program, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under law.
Next >
Cancel

   Press the next button when finished reading the screen.

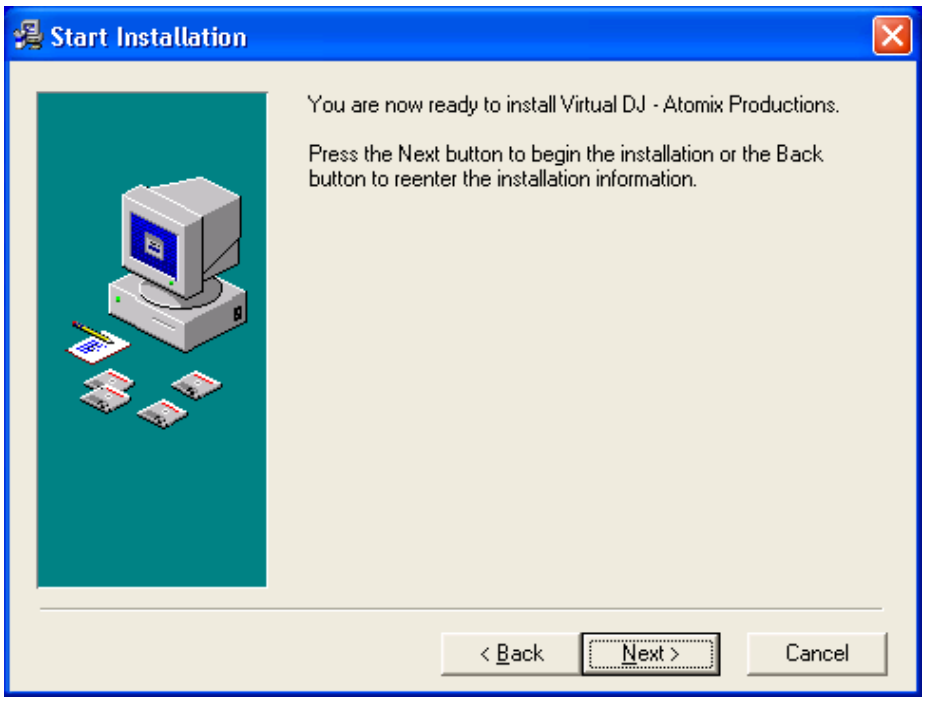
3. Now the read me file as shown below will pop up.


Read Me File
EULA SUMMARY:
- This license gives you the right to install and use the software on a maximum of two computers, by one person.
- It does not give you the right to rent or sell computer systems on which the software is installed, or to rent or sell the software or part of it.
- The software is distributed "as-is" and no warranty of any kind is expressed.
- Atomix Productions and its suppliers retain all intellectual property rights in the software.
- Once activated, the software cannot be refunded, unless found to be defective by Atomix Technical Support.
< Back
Next >
Cancel

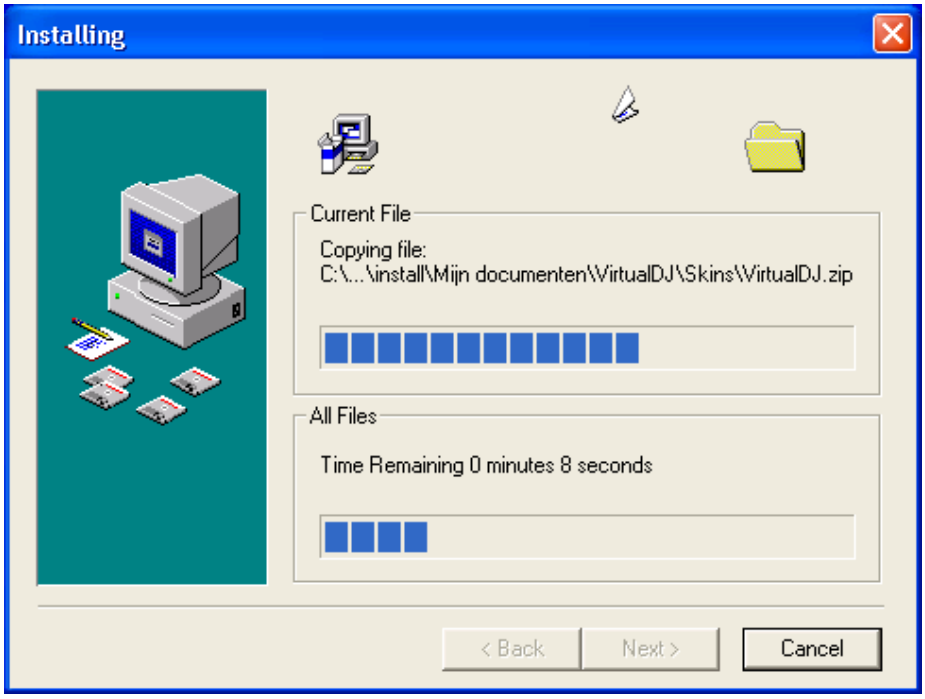
After reading, press the next button


Choose Destination Location
Setup will install Virtual DJ - Atomix Productions in the following folder.
To install into a different folder, click Browse, and select another folder.
You can choose not to install Virtual DJ - Atomix Productions by clicking Cancel to exit Setup.
Destination Folder
C:\Program Files\VirtualDJ
Browse...
< Back
Next >
Cancel

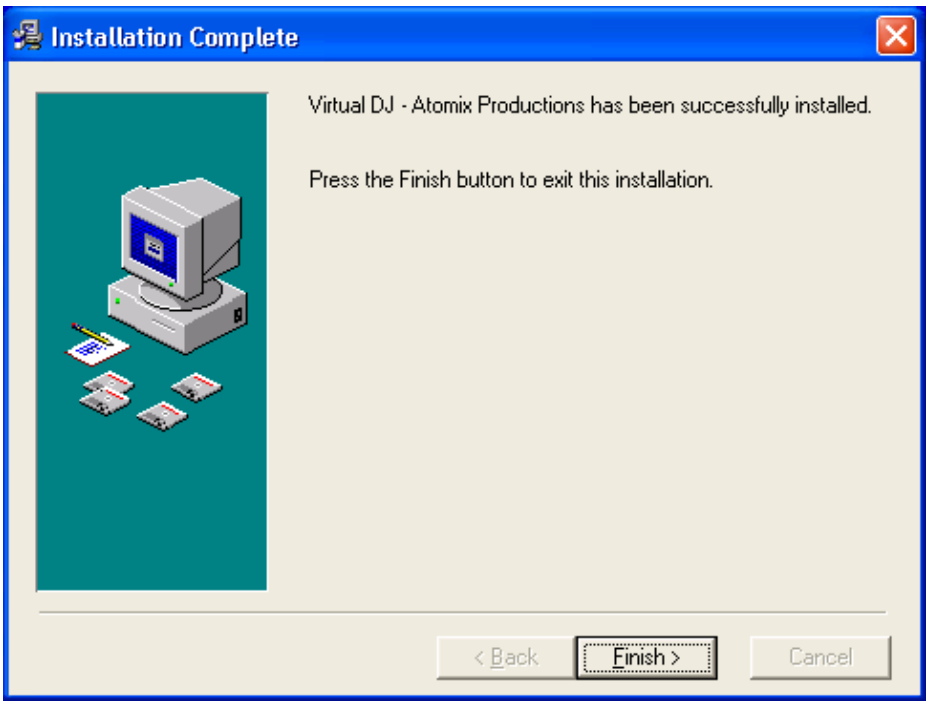
4. The Start Installation screen will pop up.


Start Installation
You are now ready to install Virtual DJ - Atomix Productions.
Press the Next button to begin the installation or the Back button to reenter the installation information.
< Back
Next >
Cancel

Press the next button. During installation, you will see the screen as shown below.



If the installation is finished, the screen as shown below will pop up.

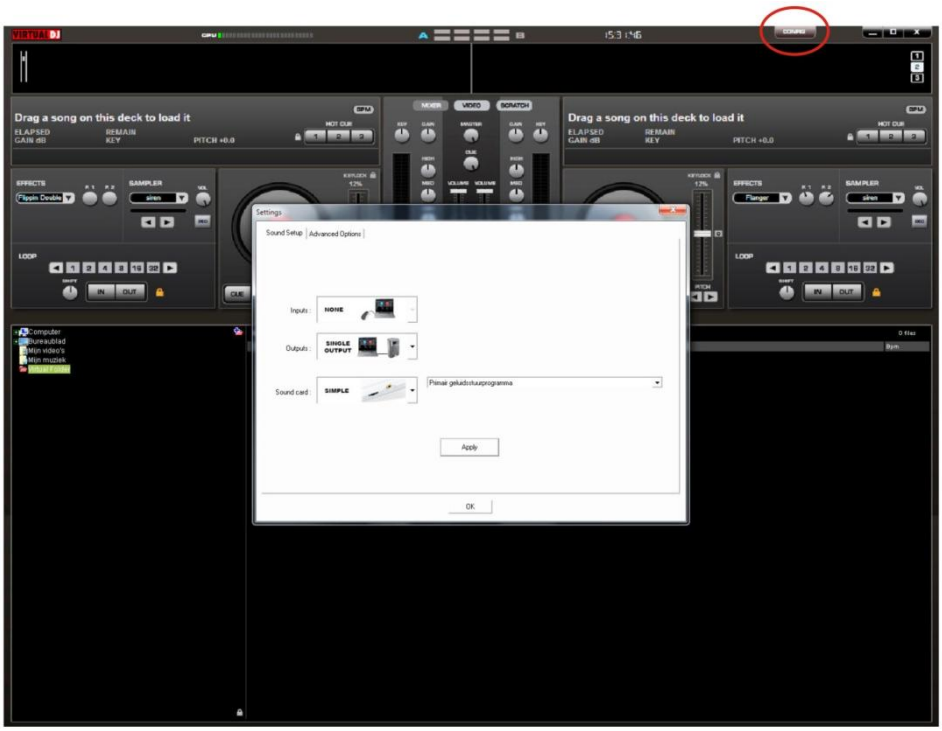

Installation Complete
Virtual DJ - Atomix Productions has been successfully installed.
Press the Finish button to exit this installation.
< Back
Finish >
Cancel

Press the finish button to complete your installation.

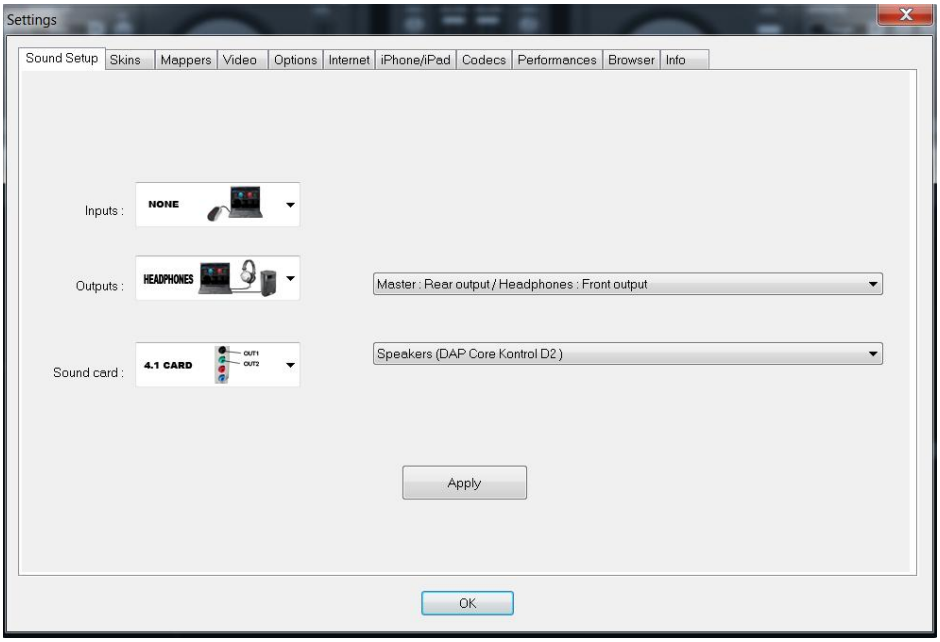
Running the Virtual DJ-software for the first time

1. Double click the Virtual DJ icon on the desk top. A pop up screen asking you to enter your serial number will pop up.
2. Double click the Virtual DJ icon on the desk top. A pop up screen asking you to enter your serial number will pop up.
3. Enter the serial number you received with your purchase (sticker on inside CD-cover flap) and click the OK button.
4. Virtual DJ will check for a new version (this can be disabled in the configuration section). The Virtual DJ user interface will appear.

5. Click the Config button (upper right). The following screen will pop up.



In the Sound Setup tab you can optimize the soundcard settings. We suggest the settings below which give you access to all outputs on your Kontrol D2. Other configurations can limit your outputs.



To the right of the soundcard menu are two drop down menus to choose respectively the first and the second soundcard.

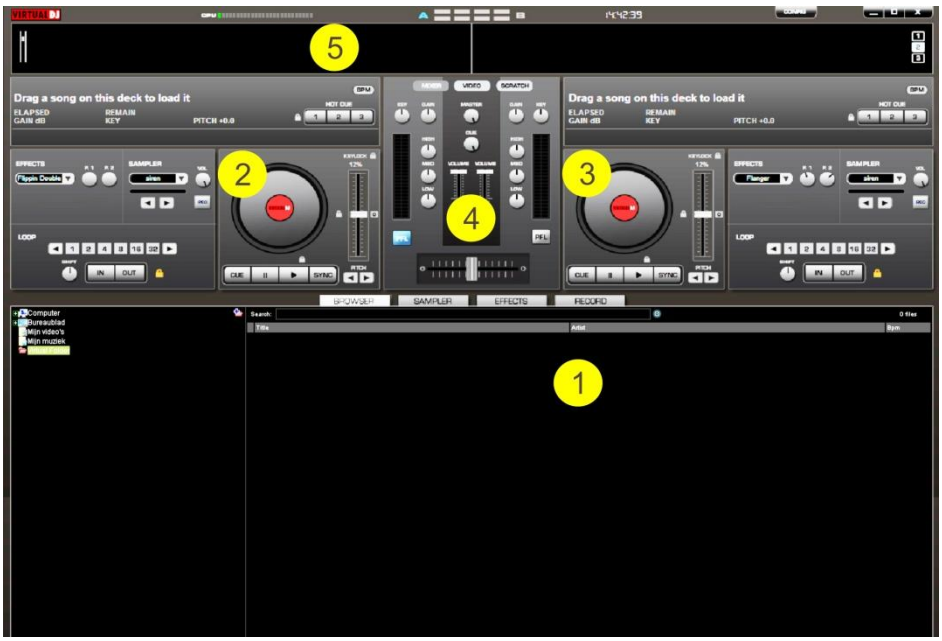
In the example shown, the first two channels of the Kontrol D2's internal soundcard are routed to the master outputs and second two channels are routed to the headphones output.

When setup correctly, press the apply button and then press the OK button.

For more possibilities, we suggest reading the Virtual DJ Quick guide. You can download the Virtual DJ Quick guide from: http://www.virtualdj.com/wiki/PDFManuals.html

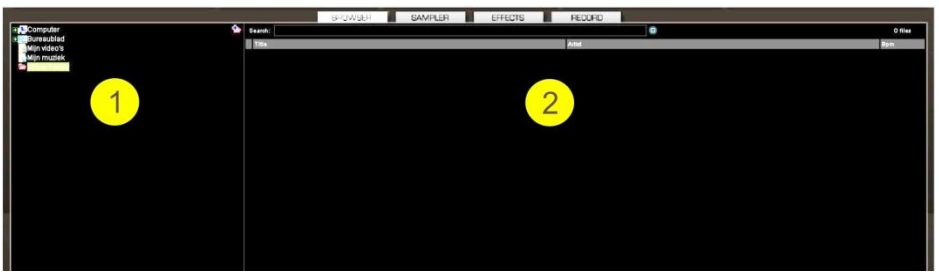
Interface zones

Before beginning to use Virtual DJ, familiarize yourself with the controls and zones of the Software. Upon opening the application, an interface is displayed. Interfaces called skins feature different configurations, layouts and functionality of the software. Let's begin by selecting Internal Mixer interface to become familiar with the most important features of the software. To change to a different skin while the software is running, click on the Config menu and select the skins tab.



1. Browser/Sampler/ Effects/ Record
Browse your music folders, create, edit and save your playlists, adjust effects, video and audio, record and save mixes.
2. Deck 1 Controls
Drag and drop music from the browser to this virtual deck. Track title, beats per minute display, counters and transport control.
3. Deck 2 Controls
Same as Deck 1.
4. Center Panel
Multiple panels can provide access to crossfader, gain controllers, volume controllers, PFL buttons, video controllers, video preview windows, effect controllers, timecode and scratch interface.
5. Rhythm window
This window tracks the waveform of each song loaded or playing on the decks. This area also features a Computer Beat Grid (CBG) used for visual mixing and beat matching.

Browser panels



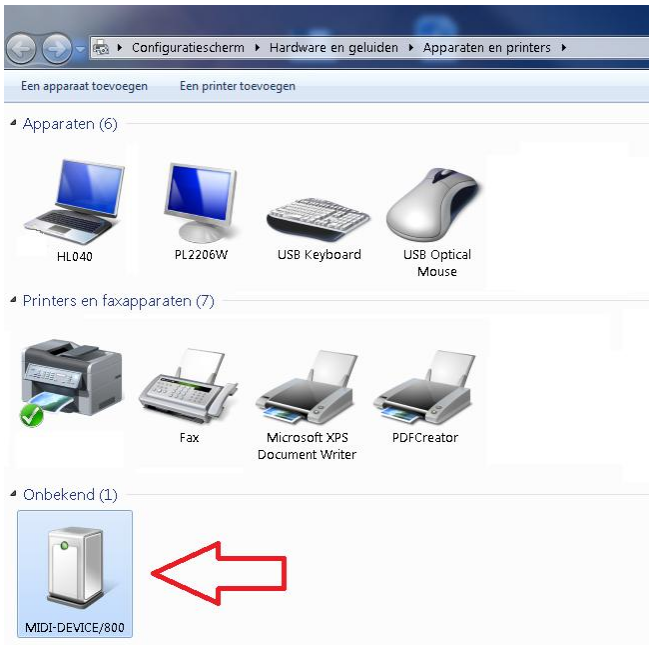
1. File System/Folder Structure
2. File/Search Results

For more information on the Virtual DJ software, we suggest checking the Support Section on http://www.virtualdj.com/ **. Here you can find manuals, forums etc.**

Maintenance

The DAP Audio Kontrol D2 requires almost no maintenance. However, you should keep the unit clean. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.
Keep connections clean. Disconnect electric power, and then wipe the audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

Troubleshooting

Problem	Probable cause(s)	Remedy
Controller is completely dead.	No power.	Check that power is switched on and the power adapter is plugged in.
Controller is not recognized in windows.	No driver installed.	1. Unplug all other USB cables and devices. 2. Plug in your controller's USB cable. 3. Check if your driver (ME 800) is installed and running. **Windows Vista & Windows 7:** Start/Devices and Printers/.  **Windows XP:** Start/Control Panel/System/Device Manager/.
No sound from controller	Incorrect soundcard settings.	Check the settings in the config menu. See page 21-22: **Running the Virtual DJ-software for the first time** of this manual.
No sound from the controllers headphone output.	Incorrect soundcard settings.	Check the settings in the config menu. See page 21-22: **Running the Virtual DJ-software for the first time** of this manual.
No access to the controller's built in soundcards during setup.	Controller is not connected to your PC's USB port or is switched off.	1. Check if your controller is switched in. 2. Check if the controller is connected to your PC 3. Check your USB cable.

After successful installation. The second time I start up the controller + software, the software does not react on the controller	Windows memorizes the USB port the controller was connected to during installation. If you use another USB port, the windows will not recognize the controller.	Use the USB port you used during installation. Install the driver again on the new USB port.
Virtual DJ pro does not react on the controller.	No correct driver in folder devices.	**Window Vista & Windows 7:** Make sure that c:\Users\{Username}\My Documents\VirtualDJ\Devices contains **ME800.xml** **Window Windows XP:** Make sure that c:\Documents and Settings\{Username}\ My Documents\VirtualDJ\Devices contains **ME800.xml** **Mac OS X**: Make sure that ./Users/{Username}/Documents/VirtualDJ/Devices contains **ME800.xml** File can be downloaded from http://www.highlite.nl
	No correct mapping in folder mappers.	**Window Vista & Windows 7:** Make sure that c:\Users\{Username}\My Documents\VirtualDJ\ Mappers\ contains **Generic ME-800.xml** **Window Windows XP:** Make sure that c:\Documents and Setttings\{Username}\ MyDocuments\VirtualDJ\Mappers\ contains **Generic ME-800.xml** **Mac OS X**: Make sure that ./Users/{Username}/Documents/VirtualDJ/Mappers/ contains **Generic ME-800.xml** File can be downloaded from http://www.highlite.nl
	No correct skin in folder skins.	**Window Vista & Windows 7:** Make sure that c:\Users\{Username}\My Documents\VirtualDJ\Skins\ contains **ME800.zip** **Window Windows XP:** Make sure that c:\Documents and Settings\{Username}\My Documents\VirtualDJ\Skins\ contains **ME800.zip** **Mac OS X**: Make sure that ./Users/{Username}/Documents/VirtualDJ/Skins/ contains **ME800.zip** File can be downloaded from http://www.highlite.nl
Sound from controller despite all faders are in minimum position.	Incorrect soundcard settings.	Check the settings in the config menu. See page 21-22: **Running the Virtual DJ-software for the first time** of this manual.

Product Specification

Decks:	2
Soundcard:	4.1, 24 bit, 96 kHz, 4 out, 1 in
Mic input	
Input impedance:	600 Ω
Full scale level @ 1 kHz:	50 mV
SNR (weighted):	-75 dB
THD + N @ 1 kHz:	0,75 %
Frequency response ± 1 dBu:	100 Hz – 10 kHz
Dynamic range codec:	80 dBu
Audio outputs (D/A)	
Sample rate:	96 kHz
Bit resolution converter:	24 bit
Line outputs (balanced XLR)	
Output impedance:	10 kΩ
Maximum output level:	2,7 V
SNR (weighted):	-80 dBv
THD + N:	0,05 %
Frequency response ± 1 dBu:	20 Hz – 20 kHz
Dynamic range codec:	90 dB
Line outputs (balanced RCA)	
Output impedance:	10 kΩ
Maximum output level:	2,7 V
SNR (weighted):	-80 dBv
THD + N:	0,05 %
Frequency response ± 1 dBu:	20 Hz – 20 kHz
Dynamic range codec:	90 dB
Headphone outputs (balanced XLR)	
Output impedance:	16 Ω - 32 Ω
Maximum output level:	1,1 V
SNR (weighted):	-75 dBv
THD + N:	0,05 %
Frequency response ± 1 dBu:	20 Hz – 20 kHz
Dynamic range codec:	90 dB
Power rating and consumption:	5Vdc 500mA (powered by either a USB port or optional power adapter D1262)
Dimension:	420 x 252 x 75mm
Weight:	2,2kg

Design and product specifications are subject to change without prior notice.

CE

Midi Implementation

function		Transmitted	Recognized	Remarks
basic channel	Default	X	1	
	Changed	X	X	
Mode	Default			
	Messages	X	X	
	Altered			
Note number		$01_{(16)}$ -$7D_{(16)}$	X	***1**
	True voice	X	X	
Velocity	Note ON	O	X	**$00_{(16)}$ = off, $7F_{(16)}$ = on**
	Note OFF	X	X	
After touch	Key's	X	X	
	Channel	X	X	
Pitch bend		X	X	
Control change		$00_{(16)}$ - $21_{(16)}$	X	***2**
Prog Change		X	X	
	True#	X	X	
SysEx		X	X	
Common	Song pos	X	X	
	Song Sel	X	X	
	Tune	X	X	
System real time	Clock	X	X	
	Commands	X	X	
Aux Messages	Local ON/OFF	X	X	
	All Notes OFF	X	X	
	Active Sense	X	X	
	Reset	X	X	

O:YES Mode 1: OMNI ON, POLY Mode 2: OMNI ON, MONO
X:NO Mode 3: OMNI OFF, POLY Mode 4: OMNI OFF, MONO

***1 table 1: note numbers**

note number	function
01	push mid encoder channel A (kill)
02	push effect volume channel A (select)
03	push effect volume channel B (select)
04	touch jogwheel channel A
05	touch jogwheel channel B
33	cue buton channel A
34	load B button
38	key lock button channel A
3B	set cue button channel A
3C	cue buton channel B
3F	key lock button channel B
40	sync button channel A
43	play/pause button channel A
44	set cue button channel B
47	sync button channel B
49	loop in buton channel A
4A	loop out button channel A
4B	load A button
4C	play/pause button channel B
4D	loop in buton channel B
4E	loop out button channel B
4F	push track select encoder
50	push high encoder channel A (kill)
51	push mid encoder channel B (kill)
52	push high encoder channel B (kill)
53	push low encoder channel A (kill)
54	push low encoder channel B (kill)
55	cue 1 button (mixer)
56	cue 2 button (mixer)
57	scratch button channel B
58	crosfader curve switch "linear"
59	crosfader curve switch "cutting"
5A	scratch button channel A
5B	back button
5C	smartloop 2 button channel B
5D	smartloop 4 button channel B
5E	smartloop 8 button channel B
5F	reloop button channel B
60	x 2 channel B
61	x 1/2 channel B
62	cue 1 button channel B
63	cue 2 button channel B
64	cue 3 button channel B
65	delete button channel B
66	pitch button channel B
67	pitch bend + button channel B
68	pitch bend - button channel B
69	reverse button channel B
6B	effect on/off button channel B
6C	rec sample button channel B
6D	smartloop 2 button channel A
6E	smartloop 4 button channel A
6F	smartloop 8 button channel A
72	x 1/2 channel A
73	cue 1 button channel A
74	cue 2 button channel A
75	cue 3 button channel A
76	delete button channel A
77	pitch button channel A
78	pitch bend + button channel A
79	pitch bend - button channel A
7A	reverse button channel A
7B	effect select channel A
7C	effect on/off button channel A
7D	rec sample button channel A

note: All note and control numbers are Hexadecimal!

***2 table 2: control change numbers**

control change number	function	note	
00	parameter 1 adjust channel A	01/7F	CW/CCW
03	parameter 2 adjust channel A	01/7F	CW/CCW
04	parameter 1 adjust channel B	01/7F	CW/CCW
07	parameter 2 adjust channel B	01/7F	CW/CCW
08	fader channel A	00-7F	
09	fader channel B	00-7F	
0A	crossfader	00-7F	
0B	pitch fader channel A	00-7F	
0C	pitch fader channel B	00-7F	
0D	gain channel A	00-7F	
0E	gain channel B	00-7F	
0F	effect volume channel B	00-7F	
10	hi level channel A	00-7F	
11	hi level channel B	00-7F	
12	mid level channel A	00-7F	
13	mid level channel B	00-7F	
14	low level channel A	00-7F	
15	low level channel B	00-7F	
16	needle drop channel B	00-7F	
17	needle drop channel A	00-7F	
18	jogwheel channel B	01/7F	CW/CCW
19	jogwheel channel A	01/7F	CW/CCW
1A	track encoder	01/7F	Forward/backwards
20	cue/pgm mix	00-7F	
21	effect volume channel A	00-7F	

note: All note and control numbers are Hexadecimal!

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